

## **AMENDMENTS TO THE CLAIMS**

### **Listing of Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An electronic entertainment system (10) comprising one or more functionality devices (16, 20, 21) and an electronic entertainment device adapted so that the one or more functionality devices (16, 20, 21) are locatable in proximity to the electronic entertainment device; the electronic entertainment device being operable to recognize the presence of the one or more functionality devices (16, 20, 21), and, upon recognition of said one or more functionality devices (16, 20, 21), the electronic entertainment device being updateable with and operable to perform one or more additional functionality features associated with said one or more functionality devices (16, 20, 21) and which are non-standard features of said entertainment device whilst said one or more functionality devices (16, 20, 21) are in proximity to the electronic entertainment device.

2. (Currently Amended) A system (10) according to Claim 1, wherein at least one of said one or more functionality devices (16, 20, 21) is arranged to be attachable to the electronic entertainment device by means of at least one of a magnetic coupling, a suction pad, an adhesive coupling and a mechanical attachment mechanism.

3. (Currently Amended) A system (10) according to Claim 1, wherein at least one of said one or more functionality devices (16, 20, 21) and the electronic entertainment device are operable to communicate via wireless communication by using an electromagnetic signal.

4. (Original) A system (10) according to Claim 3, wherein the electromagnetic signal is implemented using electromagnetic radiation complying with the Bluetooth standard.

5. (Previously Presented) A system (10) according to Claim 1, wherein access to the one or more additional functionality features of said one or more functionality devices is conditional upon activation of the one or more functionality devices.

6. (Previously Presented) A system (10) according to Claim 5, wherein said one or more functionality devices are activated in response to actuation of a switch or button on said functionality devices.

7. (Original) A system (10) according to Claim 1, wherein at least one of said one or more functionality devices is activated by using electromagnetic signal communication with an additional device.

8. (Original) A system (10) according to Claim 5, wherein the activation is conditional upon communication of one or more codes.

9. (Currently Amended) A method of providing additional functionality to an electronic entertainment device, the method including the steps of:

(a) providing [[an]] electronic the entertainment device operable to performing a set of functions;

(b) providing at least one functionality device adapted so as to be engagable in at least close spatial proximity to the electronic entertainment device;

(c) arranging for said electronic entertainment device to be capable of recognizing the presence of said at least one functionality device when in close spatial proximity to the electronic entertainment device; and

(d) arranging for the electronic entertainment device to be updated with and to perform one or more additional functionality features associated with said at least one functionality device and which are non-standard features of said entertainment device when said at least one functionality device is brought into close spatial proximity whilst said at least one functionality device is maintained in close spatial proximity to said electronic entertainment device.

10. (Currently Amended) A method according to Claim 9, wherein close spatial proximity corresponds to physical contact between said ~~electronic~~ entertainment device and said at least one functionality device.

11. (Currently Amended) A method according to Claim 9, wherein said at least one functionality device is attached to the ~~electronic~~ entertainment device by means of at least one of a magnetic coupling, a suction pad, an adhesive coupling and a mechanical attachment mechanism.

12. (Currently Amended) A method according to Claim 9, wherein said at least one functionality device and said ~~electronic~~ entertainment device are arranged to mutually communicate via wireless communication utilizing an electromagnetic signal.

13. (Original) A method according to Claim 12, wherein the electromagnetic signal complies with the Bluetooth standard.

14. (Currently Amended) A system (10) according to Claim 5, wherein the one or more additional functionality features are ~~latently~~ latently present in said ~~electronic~~ entertainment device and access to said additional functionality is available while one or more functionality devices are attached.

15. (Currently Amended) A system (10) according to Claim 1, wherein a set of user preferences for an ~~electronic~~ entertainment device is included on said one or more functionality devices.

16. (Currently Amended) A system (10) according to Claim 15, wherein said set of user preferences is transferable to a new ~~electronic~~ entertainment device after relocating said one or more functionality devices to said new ~~electronic~~ entertainment device.

17. (Currently Amended) A system (10) according to Claim 5, wherein the one or more additional functionality features are made ~~availabe~~ available to said ~~electronic entertainment~~ device from an external storage medium after attachment of the one or more functionality devices.

18. (New) A system (10) according to Claim 1, wherein said entertainment device is selected from the group consisting of a DVD player and a television.

19. (New) A method according to Claim 9, wherein said entertainment device is selected from the group consisting of a DVD player and a television.